

REMARKS

Applicant has replaced current claims with new claims to more explicitly define the integral nature of the printer mechanism with respect to the video gaming device.

Applicant strongly disagrees with Examiner's conclusion that "integral" in earlier claims is inclusive of an arrangement in which a printer is connected via a network. The word "integral", as acknowledged by Examiner, refers to "a whole". The plain, literal meaning of the words used in the earlier claims makes it clear that there must be physical integration of the printer within the video gaming console *as a whole*. In particular, the claim required that the console include an integral printer apparatus. A printer connected remotely via a network (such as that disclosed in the prior art) cannot, on any reasonable construction of these words, amount to a video game console that *includes* an integral printer apparatus.

Applicant also submits that the Advisory Action dated 15 October 2002 utterly fails to respond to Applicant's assertion that the main citation (Silverbrook) does not provide a suitable basis for anticipation of the claimed invention, since it discloses an audio/video editing suite rather than a video-gaming apparatus. Examiner has failed to point out how video-editing hardware can be considered a video gaming apparatus, considering that the hardware and software requirements, and purposes of the two fields of art are entirely separate.

Another aspect emphasised in the new claims is that of automatically printing game-related imagery at predetermined points in the operation of the game. It is submitted that this feature is not disclosed in any of the citations raised by the Examiner.

Applicant trusts that the newly submitted claims are allowable.

In view of the comments above, favourable reconsideration of the present application is respectfully requested.

Very respectfully,

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

In the claims

Claims 1 to 17 have been deleted as follows:

1. ~~(Amended) A video game console device including:
— means to receive detachable interactive program storage means for execution by said console;
— processing means for executing said interactive program stored on said detachable interactive program storage means, said program execution causing the generation of images for display on an image display means;
— communication means to enable operational interaction from control devices during execution of said program; and
— an integral printer apparatus including a printhead, ink supply unit, and print media feed means;
— said printer apparatus being operatively associated with said processing means to print out onto print media images relevant to said interactive program.~~
2. ~~A video game console device according to claim 1 including an integral internal print media supply unit.~~
3. ~~A video game console device according to claim 2, wherein said print media is in the form of sheets of paper or card.~~
4. ~~A video game console device as claimed in claim 3, wherein said images are printed out on substantially business card size sheets of paper or card.~~
5. ~~A video game console device according to claim 2, wherein the print media and ink supply unit are housed in a replaceable cartridge assembly.~~
6. ~~A video game console device according to claim 5, wherein said cartridge includes a print media feed roller device that interacts with a print media feed mechanism provided within the console.~~

7. ~~A video game console device as claimed in claim 1, wherein said interactive program is activated to print out images via said printer at certain predetermined positions in said program.~~

8. ~~A video game console device as claimed in claim 1, wherein said printhead comprises an ink-jet printhead.~~

9. ~~A video game console device as claimed in claim 8, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles which eject ink by means of a series of actuators.~~

10. ~~A video game console device as claimed in claim 9, wherein said actuators are thermal bend actuators.~~

11. ~~(Amended) A video game console device according to claim 8, wherein said printhead is a microelectromechanical system (MEMS) printhead.~~

12. ~~A video game console device as claimed in claim 1, wherein said detachable programs storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.~~

13. ~~(Amended) A video game console device according to claim 1, wherein said detachable program storage means comprises a compact disk read only memory (CD-ROM).~~

14. ~~A video game console device according to claim 1, wherein said detachable program storage means comprises a semiconductor memory cartridge.~~

15. ~~A video game console device according to claim 1, wherein said communication means comprises a wireless communication system.~~

16. ~~A video game console device according to claim 1, including a detachable controller module incorporating a variety of interactive control devices.~~

17. ~~(Amended) A video game console device according to claim 16, wherein said~~

~~controller module is releasably connected with said console by means of a magnetic coupling.~~

18. (New) A video gaming device, including a casing that includes a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program, the casing incorporating:

communication means for receiving interaction data from at least one control device operable by a user;

processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and

a printer apparatus including a printhead, ink supply unit, and print media feed mechanism, said printer apparatus being operatively associated with said processing means to print one or more gaming images onto print media in response to execution of said interactive program.

19. (New) A video gaming device according to claim 1 including an integral internal print media supply unit.

20. (New) A video gaming device according to claim 2, wherein said print media is in the form of sheets of paper or card.

21. (New) A video gaming device as claimed in claim 3, wherein said sheets are substantially business card size.

22. (New) A video gaming device according to claim 2, wherein the print media and ink supply unit are housed in a replaceable cartridge assembly.

23. (New) A video gaming device according to claim 5, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

24. (New) A video gaming device as claimed in claim 1, wherein said one or more gaming images are printed via said printer at one or more points of said interactive program.

25. (New) A video gaming device as claimed in claim 7, wherein said one or more points are predetermined gaming events defined by the interactive program.

26. (New) A video gaming device as claimed in claim 8, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

27. (New) A video gaming device as claimed in claim 1, wherein said printhead comprises an inkjet printhead.

28. (New) A video gaming device as claimed in claim 10, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

29. (New) A video gaming device as claimed in claim 11, wherein said actuators are thermal bend actuators.

30. (New) A video gaming device as claimed in claim 10, wherein said printhead is a microelectromechanical system (MEMS) printhead.

31. (New) A video gaming device as claimed in claim 1, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

32. (New) A video gaming device as claimed in claim 1, wherein said detachable program storage means comprises a compact disk-read only memory (CD-ROM).

33. (New) A video gaming device as claimed in claim 1, wherein said detachable program storage means comprises a semiconductor memory cartridge.

34. (New) A video gaming device as claimed in claim 1, wherein said communication means comprises a wireless communication system.

35. (New) A video gaming device as claimed in claim 1, including a detachable controller module incorporating a variety of interactive control devices.

36. (New) A video gaming device as claimed in claim 18, wherein said controller module is releasably connected with said console by means of a magnetic coupling.

37. (New) A video gaming device as claimed in any one of claims 7 to 9, wherein the gaming images are different to the corresponding display images.

38. (New) A video gaming device as claimed in any one of claims 7 to 9, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

39. (New) A video gaming device as claimed in any one of claims 7 to 9, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

40. (New) A video gaming device as claimed in claim 22, wherein the gaming images take the form of one or more certificates.

41. (New) A video gaming device as claimed in claim 23, wherein the certificate includes information indicative of a score or a user that attained the certificate.

42. (New) Video game apparatus including:

a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;

communication means for receiving interaction data from at least one control device operable by a user;

processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and

a printer apparatus including a printhead, ink supply unit, and print media feed mechanism, said printer apparatus being operatively associated with said processing means to automatically print one or more gaming images onto print media at one or more predetermined points during execution of the interactive program.

43. (New) Video game apparatus as claimed in claim 25, wherein the gaming images are different to the corresponding display images of the interactive program at the time of printing.

44. (New) Video game apparatus as claimed in claim 25, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

45. (New) Video game apparatus as claimed in claim 25, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

46. (New) Video game apparatus as claimed in claim 28, wherein the gaming images take the form of one or more certificates.

47. (New) Video game apparatus as claimed in claim 29, wherein the certificate includes information indicative of a score or a user that attained the certificate.

48. (New) Video game apparatus as claimed in claim 25, wherein said one or more points are predetermined gaming events defined by the interactive program.

49. (New) Video game apparatus as claimed in claim 25, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

50. (New) Video game apparatus as claimed in claim 25, including an integral internal print media supply unit.

51. (New) Video game apparatus as claimed in claim 33, wherein said print media is in the form of sheets of paper or card.

52. (New) Video game apparatus as claimed in claim 34, wherein said sheets are substantially business card size.

53. (New) Video game apparatus as claimed in claim 33, wherein the print media and ink supply unit are housed in a replaceable cartridge assembly.

54. (New) Video game apparatus as claimed in claim 36, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

55. (New) Video game apparatus as claimed in claim 25, wherein said printhead comprises an inkjet printhead.

56. (New) Video game apparatus as claimed in claim 38, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

57. (New) Video game apparatus as claimed in claim 39, wherein said printhead is a microelectromechanical system (MEMS) printhead.

58. (New) Video game apparatus as claimed in claim 40, wherein said actuators are thermal bend actuators.

59. (New) Video game apparatus as claimed in claim 25, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

60. (New) Video game apparatus as claimed in claim 25, wherein said detachable storage means comprises a Compact Disc-Read Only Memory (CD-ROM).

61. (New) Video game apparatus as claimed in claim 25, wherein said detachable storage means comprises a semiconductor memory cartridge.

62. (New) Video game apparatus as claimed in claim 25, wherein said communication means comprises a wireless communication system.

63. (New) Video game apparatus as claimed in claim 25, including a detachable controller module incorporating a variety of interactive control devices.

64. (New) Video game apparatus as claimed in claim 46, wherein said controller module is releasably connected with said console by means of a magnetic coupling.

65. (New) A method of printing gaming information onto a substrate via a video gaming device, the video gaming device including:

_____ a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;

_____ communication means for receiving interaction data from at least one control device operable by a user;

_____ processing means; and

_____ a printer apparatus including a printhead, ink supply unit, and print media feed mechanism;

_____ the method including the steps of:

(a) _____ executing the interactive program at least partly in reliance on the interaction data via said processing means, thereby to generate display images;

(b) _____ outputting the display images for display on an image display means; and

(c) _____ printing, under instruction from the processing means, one or more gaming images onto print media in response to execution of said interactive program.

66. (New) A method according to claim 45, wherein the gaming images are different to the corresponding display images of the interactive program at the time of printing.

67. (New) A method according to claim 49, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

68. (New) A method according to claim 48, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

69. (New) A method according to claim 51, wherein the gaming images take the form of one or more certificates.

70. (New) A method according to claim 52, wherein the certificate includes information indicative of a score or a user that attained the certificate.

71. (New) A method according to claim 48, wherein said one or more points are predetermined gaming events defined by the interactive program.

72. (New) A method according to claim 48, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

73. (New) A method according to claim 48, including an integral internal print media supply unit.

74. (New) A method according to claim 56, wherein said print media is in the form of sheets of paper or card.

75. (New) A method according to claim 57, wherein said sheets are substantially business card size.

76. (New) A method according to claim 56, wherein the print media and ink supply unit are housed in a replaceable cartridge assembly.

77. (New) A method according to claim 59, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

78. (New) A method according to claim 48, wherein said printhead comprises an inkjet printhead.

79. (New) A method according to claim 61, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

80. (New) A method according to claim 62, wherein said printhead is a microelectromechanical system (MEMS) printhead.

81. (New) A method according to claim 63, wherein said actuators are thermal bend actuators.

82. (New) A method according to claim 48, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

83. (New) A method according to claim 48, wherein said detachable storage means comprises a Compact Disc-Read Only Memory (CD-ROM).

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85. (New) A method according to claim 48, wherein said detachable storage means comprises a semiconductor memory cartridge.

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86. (New) A method according to claim 48, wherein said communication means comprises a wireless communication system.

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87. (New) A method according to claim 48, including a detachable controller module incorporating a variety of interactive control devices.

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88. (New) A method according to claim 69, wherein said controller module is releasably connected with said console by means of a magnetic coupling.